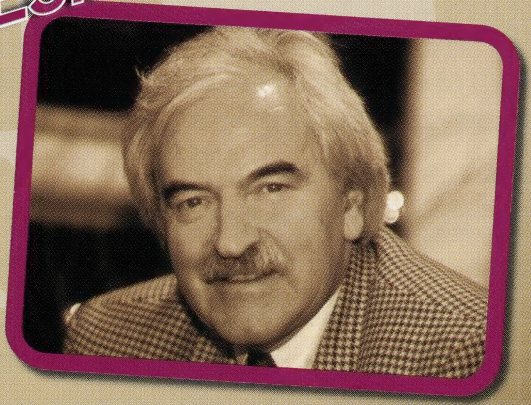
MIND DVD VIDEO GAME

EXERCISE YOUR MIND

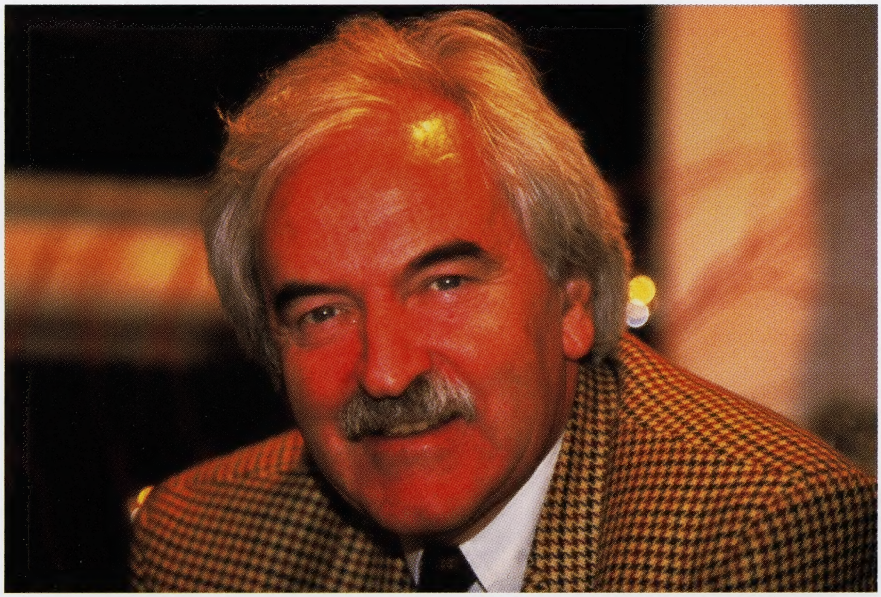
Brain Factor

HOSTED BY DESMOND LYNAM



PLAYING GUIDE

Brain Factor
Hosted by Desmond Lynam

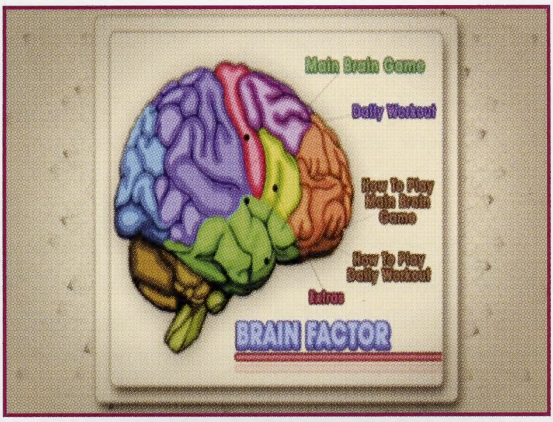


Your host

Desmond Lynam OBE is one of the most respected and admired broadcasters in the UK. For over 20 years he was the BBC's main sports anchorman as well as hosting Points of View, Countdown on Channel 4 and The Holiday Programme. Des' multitude of awards includes 2 Baftas and a lifetime achievement award from the Royal Television Society! Des will be your host for the game and will take you through the rounds explaining the questions as you get to them and giving you a few tips along the way. Des will also give you some inside information on how your brain processes the different activities you are undertaking and which parts of the Brain are undergoing a workout.

Introduction

Hello and welcome to the Brain Factor DVD game. Brain Factor gives you the chance to improve your mental capacity by playing the Daily Workout mode over a sustained period of time or by playing the Main Brain Game to go head-to-head against friends and family in a fun and challenging brain training session.



What you get in the pack

Brain Factor includes...

- Brain Factor DVD Game Disc
- Brain Factor Playing Guide

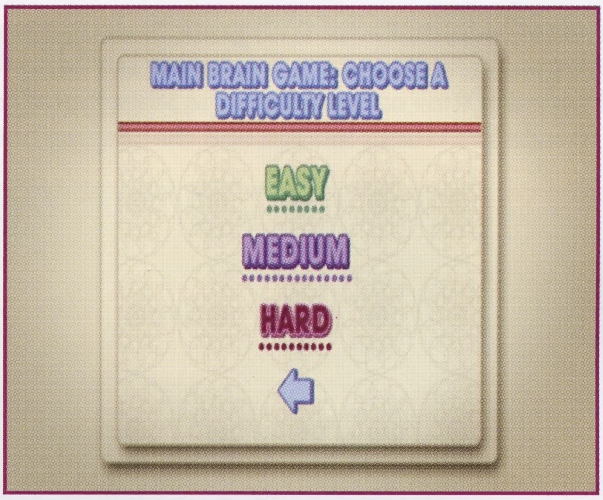
Extras

In addition to the two game modes you will find an Extras menu on the DVD disc. Here you will find instructions on how to print score-sheets. To print score-sheets you will need to insert the DVD Disc into a computer, do not play the disc, but instead open the DVD folder and click to open the Scoresheets.pdf file. You should then be able to print this document.

This disc has been tested to ensure that it is free from viruses, however, we strongly recommend that you run a virus check before use. It is advisable that you have an up-to-date back up of your hard drive at all times. We cannot accept responsibility for any loss or damage to your computer system and data.

Whilst the originators and publishers of this product have taken all reasonable precautions to verify that all information contained in this product is correct, each user of this product acknowledges that all conditions, warranties or other terms implied by statute or common law are excluded to the fullest extent permitted by law.

Playing The Main Brain Game

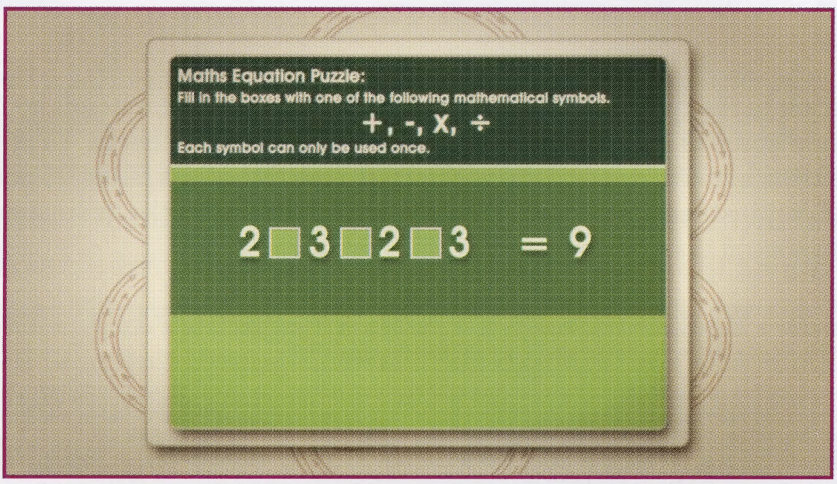


How To Play

The Main Brain Game is for 2-4 teams. The aim for each team in the Main Brain Game is to get the highest score possible after four rounds of questions.

Before the game begins, you will be given the chance to select the level you wish to play at and which number game you want to play, there are a total of 20 unique games to play.

The Questions


Maths Equation Puzzle:
Fill in the boxes with one of the following mathematical symbols.
+, -, X, ÷
Each symbol can only be used once.
2 3 2 3 = 9

Each game contains four rounds each of these rounds covers a different genre created to stimulate specific parts of the brain (Logic, Memory, Numerical, Analysis).

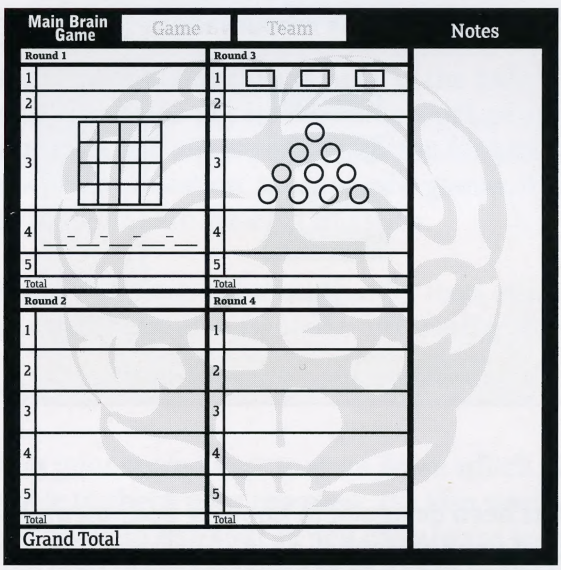
You will be presented with five questions per round. During the rounds you will also be given the option to listen to Des' tip and a little bit of information about the area of the brain you are currently working out.

For each question, only one point is available; so remember even if you get a section of a long question correct, you won't score any points unless you can solve the full puzzle!

The majority of the questions have a time limit so make sure you listen out for our audio clock, so as not to be 'timed-out'. The non-timed puzzles will simply have a button for you to press as soon as you've finished with the question. In any of the games, if you get timed out, then you will go straight onto the next question, unless of course you're on the final question, in which case you'll simply head to the next round.

At the beginning of each question Des will check if you are ready, if you are, simply press the 'Play Puzzle' button. At this point, for the puzzles that might not be 100% obvious, there will be the option of viewing an example question, which will run you through what is required to complete that particular puzzle. Once you've finished with the example, you can then continue on.

The Score-sheet



A score-sheet should be given to each team at the start of the game. On the score-sheet you will see there are spaces, boxes or diagrams for you to enter your answers into, as well as an area for you to jot down your ideas or working out, as you go.

Using Your Remote

You will need to use your DVD player remote control during the game. The only buttons you will need throughout the whole game are the **Arrow buttons**, the **Select button**, the **Skip Forward button**, and if you want to get out of the game at any time, you can press the **Title** or **Menu buttons**; remember though, if you press Title, or Menu, the game won't be saved and you'll have to start the game from the beginning.

The Answers

At the end of the game Des will reveal the answers, make a note of your scores so you can compare them at the end of each round to check the standings.

That's the rules. Hopefully they're straightforward enough. Des will take you through them on the DVD should you have any questions. Best of luck. Let's play Brain Factor!

Playing The Daily Workout

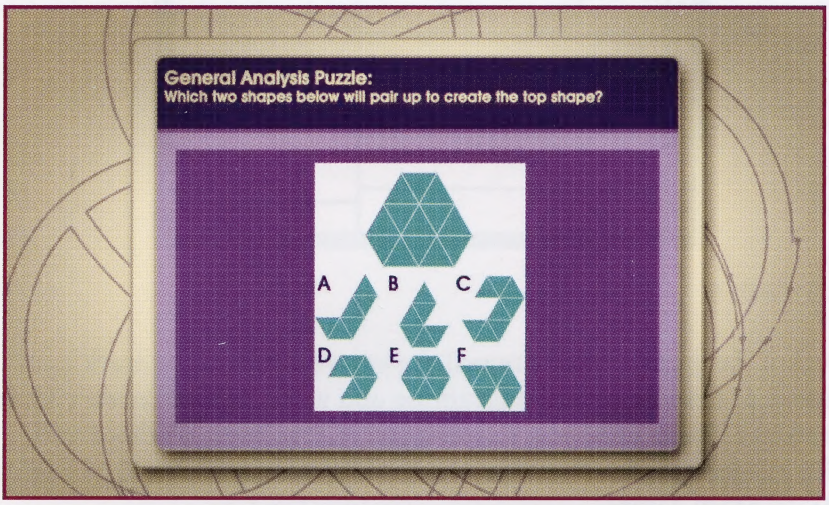
How To Play

The Daily Workout has been designed to improve your mental capacity by stimulating the parts of your brain that need a 'workout'. We advise you to play these 20 games as part of a routine, over a sustained period of time (we would suggest 5 games a week through a 4 week programme). The games will increase in difficulty as you progress to keep you on your toes. There are ten fun questions per day so you can play before work or school, or equally at any other suitable time.

Don't be put off by any of the questions, and if you really can't work one out, just relax and do your best.

Over the programme you will develop patterns and improve in the areas where you might have initially struggled, so that you'll hopefully be able to master any question that comes your way.

The Questions



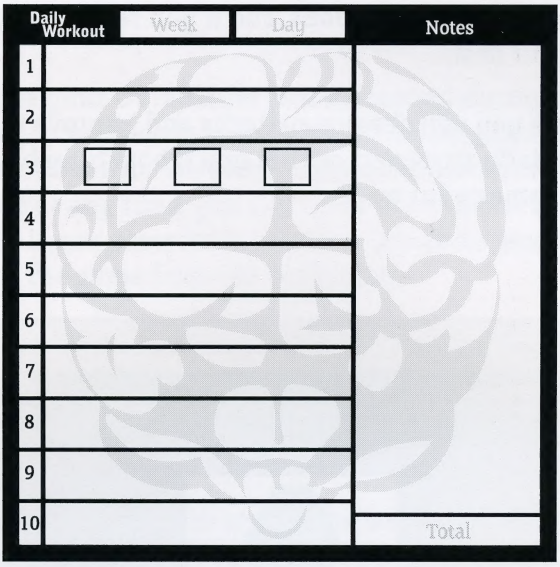
Similar to the Main Brain Game the majority of the questions have a time-limit so make sure you listen out for the audio clock so as not to be 'timed-out'. The non-timed puzzles will simply have a button for you to press as soon as you've finished with the question. In any of the games, if you get timed out, then you will go straight onto the next question.

Do not worry if you find some questions harder than others, each person's brain approaches questions and problems differently; so this is natural.

Your Score-sheet

There's a space on your score-sheet to write down which game you're playing, so that you are able to check your progress. It's also worth keeping your score-sheets for The Daily Workout as you can always use them to compare against when you play the programme at any time in the future.

Your Score-sheet has spaces for you to enter your answers, as well as an area for you to jot down your ideas or workings out, as you go.



The Answers

At the end of the game Des will reveal the answers for you to mark your score-sheet. At the end of the programme you will be able to review your scores and track your progress. Completion of The Daily Workout will hopefully put you at an advantage when taking on your friends and family in The Main Brain game!

We very much hope you enjoy Brain Factor, Good Luck!

Notes

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Feel free to photocopy as many pages as you need from the book. Do be aware that photocopying is only permissable for use as loose sheets in a quiz: any attempts to publish the questions in any other format will be deemed a breach of copyright.

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